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1 [Bridging the digital divide from a buddhist perspective with implications for public policy](#)

Krisana Kitiyadisai

 July 2003 **Selected papers from conference on Computers and philosophy - Volume 37 CRPIT '03**
Publisher: Australian Computer Society, Inc.
 Full text available: pdf(173.07 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper presents a Buddhist perspective to the treatment of the problem of digital divide in Thailand. The first part includes the concepts and debates on the impacts of bridging the digital divide, the Buddhist stance towards modern technology and the fundamental Buddhist concepts which will be the basis for further discussion. The Buddhist concepts referred to include the Four Noble Truths, the Noble Eightfold Path or the Middle Path, the Brahma-Vihara and the Four Requisites of Life. The c ...

2 [Exploring the philosophical terrain of the digital divide](#)

Soraj Hongladarom

 July 2003 **Selected papers from conference on Computers and philosophy - Volume 37 CRPIT '03**
Publisher: Australian Computer Society, Inc.
 Full text available: pdf(254.27 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

My aim in this brief paper is to present an outline of possible philosophical discussions and investigations on the digital divide. Given that philosophy, as is the case with Hegel's Owl of Minerva, usually comes after the fact, there is a need for taking a philosophical account of the digital divide that explores conceptual and normative ramifications of the phenomenon. I show that all the major areas of philosophy can make a contribution on the digital divide, including the metatheoretical con ...

Keywords: culture, digital divide, education, epistemology, ethics, philosophy

3 [Social epistemology and the digital divide](#)

Don Fallis

 July 2003 **Selected papers from conference on Computers and philosophy - Volume 37 CRPIT '03**
Publisher: Australian Computer Society, Inc.
 Full text available: pdf(175.42 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

The *digital divide* refers to inequalities in access to information technology. One of the main

reasons why the digital divide is an important issue is that access to information technology has a tremendous impact on people's ability to acquire knowledge. According to Alvin Goldman (1999), the project of *social epistemology* is to identify policies and practices that have good epistemic consequences. In this paper, I argue that this sort of approach to social epistemology can help us ...

Keywords: digital divide, distributive justice, economics of information, social epistemology

4 The open source singularity: a postmodernist view

John Lenarcic, Eric C. Mousset

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37 CRPIT '03**

Publisher: Australian Computer Society, Inc.

Full text available:  [pdf\(56.09 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

A philosophical meditation on the open source movement as a mechanism for the design and distribution of software is presented. As a development paradigm, the open source method is depicted as being a radical novelty in the gamut of engineering phenomena and an exemplary metaphor for postmodernist design.

Keywords: open source, postmodernism, software design, software distribution

5 Elastic metaphors: expanding the philosophy of interface design

Gerald R. Khoury, Simeon J. Simoff

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37 CRPIT '03**

Publisher: Australian Computer Society, Inc.

Full text available:  [pdf\(311.35 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Metaphors are generally accepted as essential to the design of effective human computer interfaces. However, "The generally assumed theoretical benefits of user interface metaphor are supported by surprisingly little empirical evidence." (Blackwell, 1998) This paper discusses the concept of "concrete metaphor" and the problems that it presents in interface and interaction design. Concrete metaphors are composed of objects that users are familiar with from their everyday experience (L'Abbate and H ...

Keywords: HCI, elastic metaphor, human computer interaction, metaphor

6 Accepting manipulation or manipulating what's acceptable?

Aaron Quinn

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37 CRPIT '03**

Publisher: Australian Computer Society, Inc.

Full text available:  [pdf\(199.23 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Computing has tremendous impact on photojournalism as traditional "wet" darkrooms have all but disappeared, and remarkably dynamic digital imaging software has become commonplace in the newsroom. Technical advancement has helped photojournalism be more effective in many ways, but has also created ethical challenges in making deception expeditious and less transparent. This paper explores ethics as it relates to the current practises of computer-based photo manipulation and the use of images whos ...

Keywords: ethics, manipulation, photojournalism

7 Intellectual artefacts of expert systems meta-epistemology

Pamela N. Gray

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37
CRPIT '03**

Publisher: Australian Computer Society, Inc.

Full text available:  [pdf\(535.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Essential to intelligent programs is computational epistemology. Expert systems, derive their computational epistemology from domain expertise. Construction of an expert system shell and an application requires a metaepistemology that transforms domain epistemology through a sequence of computational epistemology, shell epistemology; programming epistemology and application epistemology (as distinct from application ontology) into an expert system. This paper explains the metaepistemological met ...

Keywords: 3d logic, Feigenbaum bottleneck, abduction, adversarial logic, alternative rule sets, combinatorial explosion, combinatorial implosion, common expert sense, communication system, domain epistemology, eGanges, epistemology, expert system, expert-friendly, fishbone, formalisation, functionality, glosses, graphical logic, heuristics, interface, knowledge engineering, knowledge representation, large scale applications, logic reification, metaepistemology, navigation, nesting, object-oriented, parallel maps, pole meta rules, procedure maps, retroduction, river logic, rule maps, spectra, standardisation, strata logic, strategy maps, sub-maps, temporary negative, temporary uncertainty, transparency, tributary structures

8 Why computers will never be people

Keith Price

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37
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Publisher: Australian Computer Society, Inc.

Full text available:  [pdf\(148.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The notion that computers and robots either have a measure of intelligence, or at least will have at some stage, has firmly taken root in Western culture. It has inspired a slew of science fiction novels and films, and one of these, 'The Matrix', has attained the status of a modern classic. Moreover, it has powerful advocates in the scientific and philosophical fraternities, the most prominent of whom are probably Daniel Dennett and Stephen Pinker. In my opinion, however, most of the ideas that ...

9 Observational heterarchy as phenomenal computing

Yukio-Pegio Gunji, Moto Kamiura

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37
CRPIT '03**

Publisher: Australian Computer Society, Inc.

Full text available:  [pdf\(288.34 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We propose the notion of phenomenal computing as a dynamical pair of a computing system and the environments of executing computation. It is expressed as a formal model of observational heterarchy inheriting robustness against structural crisis. Observational heterarchy consists of two different categories connected by pre-adjoint functors where inter-categories operations are defined as pre-functors. Owing to the attribute of prefunctor, the model reveals robust behaviors against perpetual stru ...

10 From reflection to interaction: an indirect approach to the philosophy of computation

Hiroyuki Miyoshi

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37**
CRPIT '03

Publisher: Australian Computer Society, Inc.

Full text available:  pdf(265.15 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper, we propose a metaphysical framework inspired from computational reflection put forward by B. C. Smith. We introduce phenomenals as an ontological device and therapeutic understanding as an epistemological one. To describe and understand them, we introduce three forms for description, called Hume-Bergson Forms, in which every phenomenals are situated between pure description and pure duration. In these forms, we explicitly treat transcendent entities and, accordingly, they cannot b ...

Keywords: Hume-Bergson form, computational reflection, phenomenal, philosophy of computation, therapeutic understanding

11 Implementation and indeterminacy 

Curtis Brown

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37**
CRPIT '03

Publisher: Australian Computer Society, Inc.

Full text available:  pdf(90.16 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

David Chalmers has defended an account of what it is for a physical system to implement a computation. The account appeals to the idea of a "combinatorial-state automaton" or CSA. It is unclear whether Chalmers intends the CSA to be a computational model in the usual sense, or merely a convenient formalism into which instances of other models can be translated. I argue that the CSA is not a computational model in the usual sense because CSAs do not perspicuously represent algorithms, are too pow ...

Keywords: combinatorial-state automaton, computational model, implementation, turing machine

12 Steve Austin versus the symbol grounding problem 

John L. Taylor, Scott A. Burgess

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37**
CRPIT '03

Publisher: Australian Computer Society, Inc.

Full text available:  pdf(236.97 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Harnad (1994) identifies the symbol grounding problem as central to his distinction between cognition and computation. To Harnad computation is merely the systematically interpretable manipulation of symbols, while cognition requires that these symbols have intrinsic meaning that is acquired through transducers that mediate between a cogitator and the environment. We present a careful analysis of the role of these transducers through the misadventures of Steve Austin, the Six Million Dollar Man. ...


Keywords: symbol grounding problem, transducers

13 Cyborgs-R-Us 

Neil Levy

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37**
CRPIT '03

Publisher: Australian Computer Society, Inc.

Full text available:  pdf(154.37 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

The prospect of a merger of human beings and technologies to create cyborgs arouses great fear as well as great excitement. I argue that neither the fear nor the excitement is justified. The threat from cyborgization to human nature is non-existent, because there is a clear sense in which we are already cyborgs. Our great cognitive abilities are a product as much of the world, as we alter it, as of our unadorned brains. By the very same token, however, the excitement surrounding cyborgization is ...

Keywords: cyborgs, ethics, human nature, knowledge

14 Informational realism

Luciano Floridi

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37 CRPIT '03**

Publisher: Australian Computer Society, Inc.

Full text available:  pdf(211.73 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

What is the ultimate nature of reality? This paper defends an answer in terms of *informational realism* (IR). It does so in three stages. First, it is shown that, within the debate about *structural realism* (SR), *epistemic* (ESR) and *ontic* (OSR) structural realism are *reconcilable* by using the methodology of the levels of abstractions. It follows that OSR is *defensible* from a structuralist-friendly position. Second, it is argued that OSR is also *plausibl ...*

Keywords: *epistemic structural realism, informational ontology, levels of abstraction, object oriented programming, ontic structural realism, structural realism*

15 Introduction: computing and philosophy

John Weckert, Yeslam Al-Saggaf

July 2003 **Selected papers from conference on Computers and philosophy - Volume 37 CRPIT '03**

Publisher: Australian Computer Society, Inc.

Full text available:  pdf(29.47 KB) Additional Information: [full citation](#), [abstract](#)

A common perception of philosophy is that, at best, it is vague, waffly and other-worldly, with little if any relationship to the real world. Computing, on the other hand, is seen as precise, rigorous and particularly useful. Thus, when mentioning that a conference on computing *and* philosophy was being planned, a not uncommon reaction was one of surprise, amusement or puzzlement. How is it possible to combine something often thought to be so vague and useless with something so precise and ...

16 Selected papers from conference on Computers and philosophy - Volume 37

July 2003 proceeding

Publisher: Australian Computer Society, Inc.

Additional Information: [full citation](#)

17 Digital communication of children's co-constructing hypothesis, negotiating documentation methods

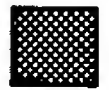
K. Wieczorek-Ghisso

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18 A systems approach to ICT in school education



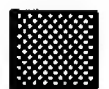
I. Webb, A. Fluck

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19 Drawing a parallel between computational metaphors, processes, games and learning at an early age



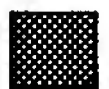
M. Turcsanyi-Szabo

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20 EdNA online for early childhood educators



K. Smith

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